COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Singer, Leader	Singer

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
4	15	1

HEALTH MAXIMUM	CURRENT	DEFLECT
14		2

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	15	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
1	13	2

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
6	ATHLETICS (STR)	●●○○○
5	HEAVY WEAPONRY (STR)	●○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

2	CRAFTING (INT)	○○○○○
2	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
2	LORE (INT)	○○○○○
2	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

2	DECEPTION (PRE)	○○○○○
1	INSIGHT (AWA)	○○○○○
4	LEADERSHIP (PRE)	●●○○○
1	PERCEPTION (AWA)	○○○○○
2	PERSUASION (PRE)	○○○○○
1	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
500 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

WEAPONS

Axe - Melee
+5 vs. Physical (1d6 + 5 keen damage)
- *Thrown [20/60]: Throw this weapon as a ranged attack*
- *Offhand: Offhand attacks only cost 1 focus*

EXPERTISES

[Cultural] Listener, Alethi: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Utility] Alethi Battle Tactics: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

TALENTS

CHANGE FORM (▶▶▶)
While outdoors during a highstorm, change into any form you've unlocked. While in a form, you temporarily gain its benefits. You can only be in one form at a time.
Active Form: Warform

DECISIVE COMMAND (▶)
You have a command die (1d4). Spend 1 focus and choose an ally you can influence within 20 ft. The next time they make a test before the end of their next turn, they can roll your command die along with the other dice for that test, adding the command die result to any die roll (other than the plot die).

Unlocked Forms
- **Warform** (painspren): Your Strength increases by 1, and your deflect value increases by 1 (doesn't stack with armor). Additionally, you can jump horizontally up to your movement, or vertically up to half that, without requiring an Athletics test.
- **Workform** (gravitationspren): Your Willpower increases by 1, and you ignore the effects of the Exhausted condition. Additionally, you can disguise yourself as a "parshman" in human societies, though getting caught doing anything suspicious can out you.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME

LEVEL: 1

PATHS: Singer, Leader

ANCESTRY: Singer

PLAYER NAME

PHYSICAL

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4	15	1

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
2	15	3

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
1	13	2

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Listener Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*
Chain armor (Deflect 2) - *Cumbersome [3]: If your Strength is lower than 3, wearing this armor makes you Slowed and gives you a disadvantage on all Speed tests.*

Axe ×2

Military Kit
- Backpack
- Common clothes
- Waterskin
- Whetstone
- Blanket
- 10 days' worth of food rations
- Flint and steel: ► *to light substantial fuel within reach.*

MARKS: 4

PURPOSE

OBSTACLE

GOALS

_____ ○○○
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OTHER TALENTS & ABILITIES

Other Abilities (calculations already included):
Forms of Resolve

EXPERTISES (continued)
[Weapon] Axe: You can benefit from this weapon's expert traits (included).

NOTES

Leaping across chasms with unparalleled grace and vigor, **warform commanders** exude tenacity. They avoid clashing with human armies if there's nothing to gain, as listeners are generally outnumbered and not particularly interested in bloodshed. When engaged, listeners counter Alethi malice with fierce competition and tactics that emphasize close coordination between allies. Warform commanders are undeterred by swarming enemies, and they seize every chance to carve a gemheart from a chasmfiend chrysalis and bid their bested rivals farewell.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Heavy Weaponry and 1 rank in Intimidation (increasing the modifiers by 1)
- The Combat Coordination talent

CONNECTIONS